

The Department of Economic and Community Development (DECD), Connecticut Office of the Arts (COA) and its Artist Fellowship Program encourages the continuing development of Connecticut artists. The program recognizes the work of Connecticut artists in a variety of disciplines and supports the creation of new works of art.

Program Overview

The program provides competitive grants of up to \$10,000 to Connecticut artists and enables them to set aside time to pursue their work and achieve specific creative and career goals. The program recognizes approximately five (5) awards each year with no pre-established number of awards per discipline.

Fellowship awards are highly competitive and artists are encouraged to apply *ONLY* when they have created a substantial body of RECENT work that can be presented professionally. Applicants must be the primary creators of original works of art.

The Artist Fellowship Program is administered over a 3 year rotation schedule with a total of fifteen (15) disciplines offered (*see Discipline Definitions for detailed definitions*).

Eligible to apply in 2014

- Craft
- Film / Video
- New Media / Digital Arts
- Performance Art / Interactive Art
- Sculpture / 3D Installation

Eligible to apply in 2015

- Folk / Traditional Arts
- Mixed Media / 2D Installation
- Painting
- Photography
- Works on Paper

Eligible to apply in 2016

- Choreography
- Dramatic Writing (Playwriting / Screenwriting)
- Music Composition
- Poetry
- Prose (Fiction / Creative Non-Fiction)

Application Deadline

Applications must be submitted through COA's e-granting online portal at <https://coa.fluidreview.com/> by **11:59 PM on or before Tuesday, March 25, 2014**. Applications will *ONLY* be accepted through the online-portal and only the requested materials will be reviewed. Late submissions will not be accepted.

Program Timeline

Application Deadline	March 25, 2014
Award Notification	end of May, 2014
Governor's Arts Awards	June 14, 2014
Funding Period	July 1, 2014 – June 30, 2015
Final Report Due	August 30, 2015

Recipients will be honored at the 2014 Governor's Arts Awards.

Who May Apply in 2014

Only artists working in the following disciplines may apply in 2014:

- Craft
- Film / Video
- New Media / Digital Arts
- Performance Art / Interactive Art
- Sculpture / 3D Installation

NOTE: Applicants may only select one discipline

Program Eligibility / Ineligibility

Eligible Applicants:

- Must be a citizen or a permanent legal resident of the United States, and a full-time resident of Connecticut for a minimum of three (3) consecutive years at the time of application. All awards are subject to verification of Connecticut residency.
- Must be at least eighteen years of age at time of application.
- Must be an artist working in an appropriate discipline offered as listed under “Who May Apply in 2014” (*see page 1 of the guidelines*).
- Must remain a CT resident during the grant period and actively work towards the production of new work.

Ineligible Applicants:

- High School students and students currently enrolled full-time in degree-granting institutions.
- Prior Connecticut Artist Fellowship recipients who have received an award within the past five years (2009, 2010, 2011, 2012, 2013 recipients are ineligible). The number of years allowable between awards may increase for those awarded under the revised program (*revised in 2013*).
- Applicants who submit incomplete applications or applications which do not follow the required format.
- Applications submitted after the deadline.
- COA staff and members of their immediate families.
- Applicants with outstanding final reports from any past COA (*or CCT*) programs.

Fellowship Funds

The Artist Fellowship program provides funding and recognition which supports the creative development of Connecticut artists and the creation of new works of art. Therefore, Artist Fellowship **funding is unrestrictive**.

COA has identified some possible uses of program funding below:

- Set aside time to work / artistic compensation
- Pursue opportunities or projects that further artistic development
- Buy supplies, equipment, etc.
- Attend conferences, residencies, workshops, etc.
- Studio improvements, rental of work space
- Hire/employ others

Note: the use of funding is not limited to the items identified above.

Grantee Responsibilities

Artists awarded a fellowship will enter into a contract with the State of Connecticut. The following information pertains to the contractual requirements.

- Artists recommended for a fellowship will be required to supply proof of current Connecticut residency status and must sign a contract confirming compliance with the eligibility rules listed within the program guidelines.
- Grant funds must be expended during the grant period of July 1, 2014 – June 30, 2015.
- Tax Liability – awards are taxable and grantees concerned about their tax liability should consult with their accountant. COA does not provide tax assistance.
- Where appropriate, grantees are required to credit COA/DECD in all print, audio, video, and publicity materials (press releases, brochures, advertisements, etc.).
- All COA grantees must comply with the Connecticut Office of the Arts Grant Overview Guidelines.
- Grantees are required to submit a final report within 60 days after the funding period. Final reports are available on COA’s website or by request.

Required Materials

Narrative:

Submit responses to the following questions. Applicants may draft responses in programs such as MS Word, then cut and paste into the online application text boxes or draft your responses directly into the e-granting system.

- 1) Discuss the work sample(s) you have submitted in this application, include title(s) and description(s) as necessary to describe the work along with an overview of your current work. *(no more than 450 words)*
- 2) Indicate how the fellowship will impact your artistic development and advance your career as a practicing artist. *(no more than 450 words)*
- 3) If awarded, indicate how the grant funds will be used. Specifically address how these dollars will contribute towards the development of new work, express your commitment to your practice and indicate why NOW is the appropriate time for you to be a recipient of this award. *(no more than 450 words)*

Resume/Bio:

Applicants must submit a current resume and/or bio not to exceed two (2) pages in length. Resumes/bios must be uploaded in the “documents” section of the online application.

Work Samples:

Applicants are required to upload work samples based on discipline requirements. All work samples MUST represent recent or in-progress work and applicants MUST have primary artistic/creative control of submitted works.

2014 Discipline Work Sample Requirements	
Craft	<ul style="list-style-type: none">• Upload a portfolio of up to 10 images
Film / Video	<ul style="list-style-type: none">• Upload a video file up to 5 minutes in length
New Media / Digital Arts	<ul style="list-style-type: none">• Upload a video file up to 5 minutes in length
Performance Art / Interactive Art	<ul style="list-style-type: none">• Upload a video file up to 5 minutes in length
Sculpture / 3D Installation	<ul style="list-style-type: none">• Upload a portfolio of up to 10 images

- Submit *ONLY* the materials required based on your discipline. *(No supplemental materials will be accepted except as noted in the next bullet)*
- Applicants may provide one (1) YouTube or Vimeo link within the system to link to further work samples.
- Applicants may submit more than one work as long as the combined number/length does not exceed the allowable submission requirements.
- See the online application for formatting requirements and be sure to identify the title of your work samples when uploading them into the system and within your narrative responses.

Review Process

The primary review criteria: **artistic excellence** and **how the award will impact the artistic career of the artist**.

- Application and work samples will be evaluated by a panel of arts professionals in the chosen discipline.
- Awards up to \$10,000 are recommended.
- There is no award quota per discipline.
- Funding recommendations are presented to the Connecticut Arts Council Committee for approval.

How to Apply

Applications and materials must be submitted through COA's e-granting portal at <https://coa.fluidreview.com/> by **11:59 PM on or before Tuesday, March 25, 2014**.

COA will only accept and review the information requested in the application and materials submitted through the e-granting system. The online submission process allows applicants to edit and save their progress as often as needed until the final "submit" feature is engaged.

Email the ReviewRoom Support Team at support@fluidreview.com for technical assistance. Applicants are encouraged to complete their submission in advance of the deadline. Tech support may not be available for last minute requests and COA is unable to accept incomplete or late submissions.

For questions regarding the Artist Fellowship program, the application process and/or support materials, contact Tamara Dimitri, Program Specialist at (860) 256-2720 or by email at tamara.dimitri@ct.gov

Discipline Definitions

The discipline definitions have been developed as a guide for both applicants and reviewers. Carefully review and select the discipline which best represents the work samples included in your submission. Disciplines definitions are provided according to the funding year schedule.

2014 Discipline Definitions	
CRAFTS	Original work made substantially by hand wherein the skill and technique of manipulating the material is the primary artistic process. Material examples include and are not limited to the following or combination of the following: glass, metal, wood, fiber, clay, jewelry, furniture, recycled products.
FILM / VIDEO	Narrative film, documentaries, experimental film, animation, shorts and full feature. <i>Note: Digital video works developed for a visual arts display within a gallery exhibition space should apply to New Media / Digital Arts.</i>
NEW MEDIA / DIGITAL ARTS	Digital-, technology-, internet-based artworks in which the computer or a form of digital technology is central to the creation, presentation, or understanding of the work. May also include multimedia arts, electronic arts, social media, etc. <i>Note: New Media/Digital Arts submissions which are primarily performance or interactive in nature with only a small feature being tech-based should consider Performance Art / Interactive Art. Digitally produced photographs, prints, sculptures, should consider other appropriate disciplines.</i>
PERFORMANCE ART / INTERACTIVE ART	Artwork that is interactive and/or engages an audience in a time and place. The spectator is often the key piece that allows the art to achieve its purpose. Visual arts experiences of this nature are often meant to challenge the audience to explore the visual arts in a new way. Artworks in this category often involve social themes. <i>Note: This discipline is not for performers in the traditional sense of performers (actors on stage, dancers in a production). Performance and Interactive art that is primarily digital tech-based should consider New Media / Digital Arts.</i>
SCULPTURE / 3D INSTALLATION	Artworks of any medium or combination of mediums that are primarily sculptural (stand alone or suspended) or a 3D installation – a relationship/interaction between the artwork (primarily 3D sculptural elements) and a viewer within the space occupied by the artwork.

2015 Discipline Definitions	
FOLK and TRADITIONAL ARTS	Artistic practices such as music, dance, crafts, etc. that are created and preserved within communities that share cultural connections such as a common ethnic identity, language, religion, occupation, or geographic base. Whether performed or handcrafted, these deeply rooted cultural expressions reflect a community's aesthetic heritage. Folk arts are usually learned from skilled practitioners steeped in the tradition, through an informal but intensive process that takes place over a long period of time, rather than through books, classes, or institutional instruction.
MIXED MEDIA / 2D INSTALLATION	Artworks of any medium or combination of mediums that are primarily two-dimensional (and do not fit solely under Painting, Works on Paper or Photography) or a 2D installation – a relationship/interaction between the artwork (primarily two-dimensionally constructed) and a viewer within the space occupied by the artwork. May include 2D computer-generated work.
PAINTING	Painting of any medium or combinations of mediums such as oil, encaustic, watercolor, acrylic, etc.
WORKS ON PAPER	Drawing, printmaking, engravings, etchings, lithographs, serigraphs, woodcuts, collage, artists' books, illustration.
PHOTOGRAPHY	Traditional and experimental photography or any work in which photographic technique is the primary element. Work that involves digital or software manipulation of photographs should apply in this category unless end product is more suited for the Mixed Media discipline.

FY2016 Discipline Definitions	
CHOREOGRAPHY	All choreographic styles, including mixed-media or multi-genre performance works in which choreography and/or organized movement is primary.
DRAMATIC WRITING (Playwriting/ Screenwriting)	The writing of stage plays, screenplays, teleplays, libretti, radio plays, and audio dramas. <i>Note: Only text-based samples are accepted. Composers of musical theater works may consider applying in Music Composition.</i>
MUSIC COMPOSITION	Compositions in any style of music such as chamber, choral, electronic, symphonic, popular, band, jazz, opera, musical theater, experimental and soundscapes. <i>Note: Only audio samples by composers are accepted.</i>
POETRY	All forms and genres of original poetry. Translations are not eligible.
PROSE (Fiction/ Creative Nonfiction)	All varieties and genres of fiction, including novels, short stories. Includes works of creative nonfiction distinguished by a strong narrative voice, such as memoir, personal essay, or descriptive prose. <i>Note: Work that is primarily critical, analytical, or scholarly is not accepted.</i>